POETRY EXPRESS

"A Poetry Writing Adventure"

1 or more Poets

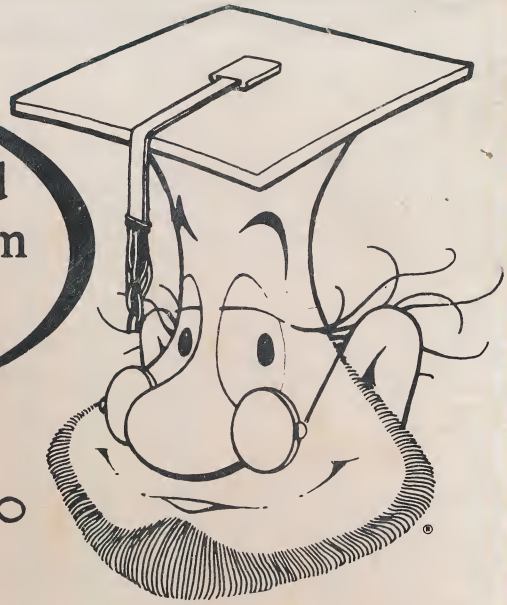
Grades 2 through 12+

POETRY EXPRESS 12873
DISK 811 P
DISCARD

APPLE II SERIES

Learning Well™

Here Are 10 Brand New Programs From Learning Well For You!



These outstanding programs are fully supported by a staff of experts.

Know Logo
Grades 2-6

Over 50 challenging games and activities provide great fun while giving review in important Logo skills. Available for Apple Logo and Terrapin Logo.

Logo Power
Grades 2-6

A step-by-step tutorial that introduces 12 fundamental Logo commands. A reinforcing game reviews each command as well.

Hinky Pinky
Grades 2-12/gifted

A word rhyming game that's great fun. It stimulates the imagination by asking the player to answer and create Hinky Pinkies. For example: Q. "An insect that lives in a carpet?" A."A rug bug."

Typing Well
Grades 3-adult

Launches beginners on their way to keyboard confidence. Five games give players a chance to have fun while practicing too.

Work Bank
Grades 1-4

Four exciting games provide lots of practice in vocabulary building. Use our word list to enter your own. English, French and Spanish versions available.

Word Spell
Grades 2-adult

Increases spelling power by building players ability to recognize words as they store mental images of how words look. Six levels of difficulty.

Safety First!
Grades 3-8

Brings safety sense to youngsters everyday living. Reviews the rules of personal safety, household dangers and safety on the street.

Health Watch!
Grades 3-8

Players learn the rules of good nutrition, dental hygiene and physical fitness as they play 3 fast-moving games.

Drug Alert!
Grades 2-9

Teaches positive values with hard facts about drugs, alcohol and smoking. An arcade-like game also simulates driving under the influence.

Vocabulary Challenge
Grades 2-12

Four high-interest game formats are personalized to make learning vocabulary skills easy! English, French and Spanish versions available.

LEARNING WELL™ Educational Software from an Educational Publisher

POETRY EXPRESS
(Grades 2 through 12+)

Special Features: Easy to use editing for changes and corrections. Each poem prints out with its own unique visual pattern, author and title. Rhyme Finder for easier rhyming.

N.P.

DISK 811 P

AC113

POETRY EXPRESS

© 1984 LEARNING WELL™
ROSLYN HEIGHTS, NY 11577

ALL RIGHTS RESERVED

Verex™

MD 200-01-23534 N.P.
single sided, double density,
soft sectored, 48 TPI

disk no: Verbatim®

Poetry
Express

Data Disk

DISK 811 P

DISK
811 P

N.P.

POETRY EXPRESS

BY LEARNING WELL™

Design by Carole Kidder, Ph.D.
and Joe Kidder

POETRY EXPRESS

Table of Contents

Page

Introduction 2

Getting Started 2

Getting Ready to Write 3

Beginning to Write 4

Editing, Saving, Printing and Retrieving 10

Supplementary Activities 14

Care of the Diskette & Warranty 14

Poetry Express is published by Learning Well™. It was developed by Carole Kidder, Ph.D. and Joe Kidder in cooperation with Learning Well™.

Introduction

Poetry Express is an easy-to-use program that makes poetry writing fun. Samples, explanations and line-by-line guidance provide help in creating and printing original poetry.

Poetry Express is designed for the beginning writer of poetry. As poetry writing skills increase, the ability to edit verse allows writers to refine their poems and create comprehensive portfolios in the following styles: Haiku, Tanka, Cinquain, Sijo, Diamante, Limerick, Rhyme, and Lists and Litanies.

Special Features of Poetry Express

This program will enable you to do the following:

- CREATE A LIBRARY OF ORIGINAL POEMS ON DISKS.
- CORRECT ERRORS EASILY. This program offers word processing.
- PRINT ALL POEMS WITH THE USE OF A PRINTER.
- CHANGE ANY POEM TO REFLECT NEW IDEAS.
- VIEW ALL POEMS.
- COLLECT A LIST OF IDEAS OR IMAGES TO REFER TO WHILE WRITING.
- COLLECT AND PRINT OUT A LIST OF POSSIBLE RHYMES FOR A SELECTED WORD.

Getting Started

APPLE

Requirements:
1 Apple II®, Apple II Plus®, Apple IIe®, Apple IIc® or Apple compatible computer with 48K RAM
1 Disk Drive
1 Video Monitor
1 LEARNING WELL "Poetry Express" Disk

Optional:
1 Printer (highly desirable)
A printer must be attached in slot #1 of the computer to use the printing option. If you press "Y" and there is no printer, the program will not operate.

You cannot press any keys while the printer is operating.

1 Blank Disk
This disk can be used to save poems. Use the DOS 3.3 System Master to initialize the disk. It should be prepared before beginning to write. Label the disk "Poetry Express File Disk" with a felt tip pen.

Loading The Program:
A. Insert the **Poetry Express** disk into the disk drive. Close disk drive door.
B. If you are using an Apple IIe® or IIc®, the CAPS LOCK key must be in its down position.
C. Turn the power on.
D. After a very short delay, the title screen will appear. The program will ask if you want sound. Type "Y" or "N."

COMMODORE 64

Requirements:
1 Commodore 64
1 1541 Disk Drive or equivalent with standard Commodore operating system
1 Monitor
1 LEARNING WELL "Poetry Express" Disk

Optional:
1 Printer (highly desirable)
A printer must be attached to the computer to use the printing option. The printer must be on or the program will not operate.

1 Blank Disk
This disk can be used to save poems.

There is an option on the menu which can be used to set up the file disk. Use this option before choosing a type of poetry and beginning to write.

Label the disk "Poetry Express File Disk" with a felt tip pen.

Loading The Program:
A. Turn your computer on.
B. Insert the **Poetry Express** disk into the disk drive. Close the disk drive door.
C. Type Load "0:*", 8 and press RETURN.
D. After the red light on the disk drive goes off, type RUN and press RETURN.
E. After a short delay, the title screen will appear. The program will ask if you want sound. Type "Y" or "N."

Getting Ready To Write

After you load **Poetry Express** you will quickly come to the main menu. It offers you a choice of eight poetry styles or the option of retrieving a poem that has been saved earlier.

Commodore users are also offered the option to **set up a new poem disk.** A disk must be prepared before beginning to write in order to save poems. Follow the directions on the screen. Use a felt tip pen to mark this as your "POETRY EXPRESS FILE DISK."

MAIN MENU

MAKE A CHOICE WITH SPACEBAR OR ARROWS

DIAMANTE
HAIKU
TANKA
CINQUAIN
SIJO
LISTS & LITANIES
LIMERICK
RHYME
GET A POEM FROM YOUR FILE-DISK

PRESS "RETURN" WHEN YOU HAVE CHOSEN.

Make your choice with the spacebar or arrow keys. Then press RETURN.

Should you wish to return to this menu at any time, press CONTROL-C and RETURN.

Beginning To Write

Poetry Express is easy to use by following screen prompts and menus. The following special features help make writing poetry easy and fun.

- **Entering your poem**
  The prompts ask you to enter each line separately at the bottom of the screen. After you enter a line press RETURN. The line will then be set in place.
- **Editing while composing**
  CONTROL-E will let you change lines at any time until you are ready to print, copy or save your poem. (See editing on page 10.)
- **Self explanatory menus**
  Before beginning to write you may choose from several helpful options including pattern descriptions, examples, ideas and rules.

- **Idea List** (not available for Diamante Poems)
  This feature offers an opportunity to keep a list of ideas, images and associations. The screen serves as a notepad of resources. You can recall your Idea List at any time during the writing process by typing CONTROL-L and then pressing RETURN. To by-pass the Idea List type "Q" and press RETURN.

Each of the verse styles offered in **Poetry Express** is unique. The following additional descriptions and special instructions will help you as you work on each type of poem.

I. Diamante

Diamante is a diamond shaped poem that does not usually have rhyme. Its special appeal comes from describing two constrasting nouns and showing a connection between them.

1 noun
2 adjectives describing the first noun
3 words showing the first noun in action
4 words that show a connection between the two nouns
3 words showing the final noun in action
2 adjectives describing the final noun
1 noun

The following menu will appear:

Choose – then insert data disk

TO BEGIN TO WRITE

TO SEE THE PATTERN DESCRIPTION

TO RETURN TO MAIN MENU

CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

Follow the step-by-step screen directions to write your Diamante.

II. Haiku

Haiku (hí-kōo) is a Japanese poem of three lines and seventeen syllables. Usually the syllables are divided:

Line 1: 5 syllables
Line 2: 7 syllables
Line 3: 5 syllables

Haiku does not have to rhyme. It usually is about nature and almost always gives an indication about a season. It is very concise. In only seventeen syllables good Haiku poetry can capture a scene or experience and suggest meaningful insights.

The following menu will appear:

TO BEGIN TO WRITE

TO SEE ANOTHER EXAMPLE

TO SEE THE PATTERN DESCRIPTION

TO RETURN TO MAIN MENU

CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

Follow screen directions to compose your Haiku.

III. Tanka

Tanka (Tang' ka) is an extension of the Haiku form. It has five lines with thirty-one syllables.

Line 1: 5 syllables
Line 2: 7 syllables
Line 3: 5 syllables
Line 4: 7 syllables
Line 5: 7 syllables

Tanka is a Japanese pattern. It does not require rhyme. It gets its structure from the patterns of syllables. Its subject matter is usually nature.

The following menu will appear:

TO BEGIN TO WRITE

TO SEE ANOTHER EXAMPLE

TO SEE THE PATTERN DESCRIPTION

TO RETURN TO MAIN MENU

CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

Follow screen directions to compose your Tanka.

IV. Cinquain

There are several styles of patterns that are called Cinquain (sing kan'). They all have five lines (from the French word "cinq" which means five.) The Cinquain pattern used in POETRY EXPRESS is the popular version based on a design of syllables.

Line 1: 2 syllables
Line 2: 4 syllables
Line 3: 6 syllables
Line 4: 8 syllables
Line 5: 2 syllables

In most Cinquain patterns the poem begins and then builds and finally ends with a line that is similar to the beginning line.

The following menu will appear:

TO BEGIN TO WRITE

TO SEE ANOTHER EXAMPLE

TO SEE THE PATTERN DESCRIPTION

TO RETURN TO MAIN MENU

CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

Follow screen directions to compose your Cinquain.

V. Sijo

Sijo (she-djo) is a Korean verse pattern. It has six lines. Each line can have seven or eight syllables. Some writers try to design their Sijo so it comes out to be three sentences of two lines each.

Line 1: 7 or 8 syllables
Line 2: 7 or 8 syllables
Line 3: 7 or 8 syllables
Line 4: 7 or 8 syllables
Line 5: 7 or 8 syllables
Line 6: 7 or 8 syllables

Sijo does not usually have rhyme at the ends of the lines. It does often have internal rhymes and sound patterns of repeated consonant and vowel sounds.

The following menu will appear:

TO BEGIN TO WRITE

TO SEE ANOTHER EXAMPLE

TO SEE THE PATTERN DESCRIPTION

TO RETURN TO MAIN MENU

CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

Follow screen directions to compose your Sijo.

VI. Lists & Litanies

Poets of many different periods have used the list, the catalog, and the litany to create poetry. POETRY EXPRESS tells about some of these famous poets who have used techniques of elaboration and balance in list poetry. Many suggestions are given on the disk for starting to write poems in similar ways.

The following menu will appear:

> TO BEGIN TO WRITE
>
> TO SEE SOME EXAMPLES & IDEAS
>
> TO RETURN TO MAIN MENU
>
> CHOOSE WITH SPACEBAR OR ARROWS. THEN PRESS RETURN.

The option "To See Some Examples & Ideas" offers a second menu. Use this menu to see sample poems and suggestions in the following categories:

> MAKE A CHOICE WITH SPACEBAR OR ARROWS:
>
> SOUND & HAPPENINGS
>
> LITANIES & SONGS
>
> GLAD THINGS & GOOD
>
> GHOULIES & GHOSTIES
>
> LOVE
>
> WAYS OF LOOKING
>
> THOUGHTS & FEELINGS
>
> COLORS
>
> LIKE & DIFFERENT
>
> PRESS RETURN WHEN YOU HAVE CHOSEN. "ESC" TO GO BACK TO FIRST MENU.

When you are ready "To Begin To Write," return to the first menu and follow screen directions.

- **Rhymefinder Feature**
  Type CONTROL-R. Then press RETURN. For more information on using the Rhymefinder, see page 10.

VII. Limericks

The limerick is a structured pattern with a regular rhythm and a traditional rhyme scheme. It is usually a funny story or incident and often has a surprise ending.

It has five lines. The third and fourth lines are shorter than the first, second and fifth. The rhyme pattern is:

_____A
_____A
_____B
_____B
_____A

The following menu will appear:

> MAKE A CHOICE WITH SPACEBAR OR ARROWS:
>
> TO BEGIN TO WRITE
>
> TO SEE RULES & AN EXAMPLE
>
> TO RETURN TO MAIN MENU
>
> PRESS RETURN WHEN YOU HAVE CHOSEN.

Follow the step-by-step screen directions to write your limerick.

- **Rhymefinder Feature**
  Type CONTROL-R. Then press RETURN. For more information on using the Rhymefinder, see page 10.

VIII. Rhymes

There are many different designs and schemes for writing poems with rhyme. Writers can use traditional patterns or create patterns of their own.

The program is structured to work with eight lines at a time. A longer poem can be written by writing the poem in sections or stanzas and then starting the next stanza as if it were a new poem. Shorter poems can be written by skipping lines. When the program asks for a line and the writer does not want a line there, the line can be skipped by typing a "blank" line. (First press the SPACEBAR and then press RETURN. The line will be a blank line.)

The following menu will appear:

> MAKE A CHOICE WITH SPACEBAR OR ARROWS:
>
> TO BEGIN TO WRITE
>
> TO SEE RHYME PATTERNS
>
> TO RETURN TO MAIN MENU
>
> PRESS RETURN WHEN YOU HAVE CHOSEN.

Follow the step-by-step screen directions to write your rhyme.

NOTE: For help in finding rhyming words, use the Rhymefinder.

RHYMEFINDER FEATURE
Type CONTROL-R. Then press RETURN to use the Rhymefinder. It will help you collect and print out a list of possible rhymes for a selected word. The directions on the screen will prompt you to enter the ending part of the word that needs a rhyme. In addition, it will ask for alternative spellings.

For example:	BOAT
Enter:	OAT
Enter:	OTE

The first letter must be a vowel. When all alternative spellings have been entered, the screen will display various possible word combinations with these endings. Some of these may not be real words. If the letters shown form a "real" word, press "S." These words will be saved and may be printed when you have examined all possible combinations. This process must be completed before you can return to your poem. Upon completion you will be able to print out or copy the listing of rhyming words.

Editing, Saving, Printing, and Retrieving

EDITING
Changes may be made to your poems while you are entering a new poem or after a poem has been saved.

- **To make changes while composing:**
  1) After a line has been entered type CONTROL-E and press RETURN.
  2) Type the number of the line you wish to change.
  3) Follow directions to delete, insert or replace.

You will be offered another opportunity to make changes after all the lines have been entered.

- **To make changes in poems that have been saved:**
  1) Retrieve the poem from your Poetry Express File Disk (See page 12.)
  2) Choose option two, titled "Make Changes in the Poem" from the Retrieval Menu.
  3) Type the number of the line to be changed.
  4) Follow directions to insert, delete or replace.

APPLE

INSERT
You may wish to add letters or words to your poem. To INSERT move the cursor, using the arrow keys, to the space after the letter where you want to make an addition. Press CONTROL-I and type in whatever you wish to add on that line. Press CONTROL-E when you have finished making all of the changes on that line.

DELETE
To DELETE a letter or word, move the cursor to the space where you wish to begin. Hold the CONTROL key down and press the "D" key one time for each letter you wish to erase. Press the ESC key when you have finished making all of your changes on that line.

REPLACE
To correct a misspelled word move the cursor to the space where you wish to begin and type over the existing letters. Press the ESC key when you have completed your correction on that line.

When you have finished making all of your changes press the ESC key.

SAVING YOUR POEMS
When your poem is completed, follow the directions on the screen for adding a title and author's name. Then follow directions to save your poem on an initialized disk.

To initialize a blank disk use a DOS 3.3 System Master and follow the instructions in your DOS Manual. Use a felt tip pen to mark this as your "POETRY EXPRESS FILE DISK."

PRINTING

- A printer must be attached in slot #1 of the computer to use this option. If you press "Y" and there is no printer, the program will not operate.
- You cannot press any keys while the printer is operating.
- When the printer has stopped you may save your poem on a disk.

COMMODORE 64

INSERT

You may wish to add letters or words to your poem. To INSERT move the cursor, using the arrow keys, to the space after the letter where you want to make an addition. Press SHIFT-INSERT and type in whatever you wish to add on that line. Press CONTROL-E when you have finished making all of the changes on that line.

DELETE

To DELETE a letter or word, move the cursor to the space where you wish to begin. Press the DEL key one time for each letter you wish to erase. Press RETURN when you have finished making all of your changes on that line.

REPLACE

To correct a misspelled word move the cursor to the space where you wish to begin and type over the existing letters. Press RETURN when you have completed your correction on that line.

When you have finished making all of your changes press the ← key.

SAVING YOUR POEMS

When your poem is completed, follow the directions on the screen for adding a title and author's name. Then follow directions to save your poem on an initialized disk.

To initialize a blank disk use the option to set up a new poem disk on the main menu. Follow the directions on the screen. Use a felt tip pen to mark this as your "POETRY EXPRESS FILE DISK."

PRINTING

- A printer must be attached to the computer to use this option.
- If you press "Y" and the printer is not on, the program will not operate.
- When the printer has stopped you may save your poem on a disk.

GET (RETRIEVE) A POEM FROM YOUR FILE DISK

- This allows you to examine, change, print or delete poems that have been saved on your POETRY EXPRESS FILE DISK.

MAIN MENU

MAKE A CHOICE WITH SPACEBAR OR ARROWS:

DIAMANTE
HAIKU
TANKA
CINQUAIN
SIJO
LISTS & LITANIES
LIMERICK
RHYME
GET A POEM FROM YOUR FILE DISK

PRESS RETURN WHEN YOU HAVE CHOSEN.

When you choose to "GET A POEM FROM YOUR FILE DISK" you may:

- View the list of poems that have been saved.
- Retrieve the poem you wish to work with by typing in the title of the poem.

Once you have retrieved a poem, the following menu will appear:

RETRIEVE MENU

PRINT POEM ON PAPER
MAKE CHANGES IN THE POEM
DELETE THIS POEM FROM THE DISK
RETRIEVE ANOTHER POEM
RETURN TO POETRY MENU

PRESS RETURN WHEN YOU HAVE CHOSEN.

Supplementary Activities

Poetry Express provides the teacher or parent with an opportunity to focus learning on a wide range of poetic styles and subjects. There are many approaches to bringing out and encouraging poetic thinking. The following are some suggestions that illustrate the possibilities available to you.

1 Provide experiences in observing objects, people, and action stressing the use of all five senses. Use these observations as an initial preparation for writing poems.

2. Discuss sensory images, comparisons and contrasts and associations about a common subject. Record all of the responses on a large chart or on a chalkboard. Have the writers compose individual poems based on the list of group ideas.

3. Provide a variety of opportunities for writers to share their poetry and have it read and appreciated. Have them read it aloud.

4. Encourage writers to illustrate, decorate and post poems on bulletin boards, posters or poetry cards.

5. Collect poems on similar subjects for a group poetry book.

6. Make a book of collected poems of one verse form.

7 Have writers make books of their own collections of poems.

8. Make a rhyming dictionary to use for later reference.

Care of the Diskette

The program is produced on a magnetically coated plastic disk placed in a square plastic cover. Handling of the diskette requires care to insure maximum reliable life.

1) It should be placed in the storage box when not in use.
2) It should be kept at least 9 inches from magnetic fields.
3) It should not be exposed to extremes in temperatures.
4) It should not be folded or mutilated in any way.

Warranty

The program is sold "AS IS," without warranty either express or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material, and faulty workmanship, under normal use. If your disk should fail within 60 days from the date of purchase, return it along with a copy of your sales receipt directly to Learning Well™ for a free replacement If your disk should fail after the 60 day period, but within 1 year from the purchase date, you may return the failed disk along with $10 plus $1 75 postage and handling, and we will replace the disk. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty

This product; software program, database and instructional material is copyrighted and all rights are reserved by Learning Well™ The sale and distribution of this product is intended for use by the original purchaser on the Apple computers specified. It is unlawful to copy, duplicate sell and distribute the product or any portion of the product.

Copyright © 1984, 1986

Learning Well
200 South Service Road
Roslyn Heights, NY 11577

*Apple Computer, Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights that you may have which vary from state to state.

*Graphics Tablet Fast Draw is a copyrighted program of Apple Computer, Inc. licensed to Learning Well to distribute for use only in combination with **Poetry Express**. Apple Software shall not be copied onto another diskette (except for archive purposes) or into memory unless as part of the execution of **Poetry Express**. When **Poetry Express** has completed execution Apple Software shall not be used by any other program.

*This disk contains a high-speed operating system called Diversi-DOS™, which is licensed for use with this program only. To legally use Diversi-DOS with other programs, you may send $30 directly to: DSR, Inc., 34880 Bunker Hill, Farmington, MI 48018. You will receive a Diversi-DOS Utility Disk with documentation.

*Picture - Scrunch Routine "copyright © 1982 Beagle Bros., Inc."

*The above refers to the Apple disc.

TEN COMMANDMENTS OF EDUCATIONAL SOFTWARE

At Learning Well we have evolved our own set of working guidelines which we use to develop our educational software programs. You might wish to use these guidelines to formulate criteria of your own which could then be used to judge the quality of the software you are presently using or plan to buy in the future.

1. Each educational software program must have significant **new** content or skill-producing strategies. Programs must offer planned, sequential and original information.

2. Each educational software program must be motivating and offer some challenge. Programs should be both interesting and fun for the learner and should encourage the learner to want to repeat the experience.

3. Each educational software program must guarantee the learner an emotionally healthy and appropriate learning environment.

4. Each educational software program must have educational objectives that are carefully chosen and clearly stated. These objectives should specify the subject area, topic, and grade level(s) of the intended learner. Programs should not claim to teach things which they do not teach.

5. Each educational software program must be subjected to rigorous field testing with appropriate learners.

6. Each educational software program must provide the learner with ease of control over the elements of the learning experience. Levels of difficulty, speed of presentation and the selection of program parts are typical of learner controls.

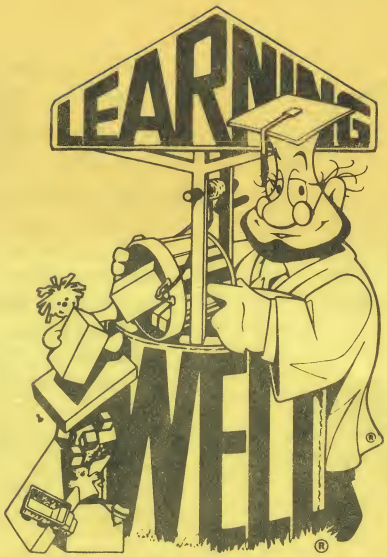
7. Each educational software program must provide a trail to permit an adult to monitor and review the learner's activities.

8. Each educational software program must provide clear documentation about all aspects of the program for the learner and the adult.

9. Each educational software program must be accurate in the presentation of all facts and precise in the use of spelling, grammar and usage.

10. Each educational software program must be free of personal abuse, sarcasm, derogatory or sexist/racist remarks.

© 1985 Learning Well. All rights reserved.



"A LEARNING WELL™ PUBLICATION"